This example skins surfaces or triangles to recover their bounding edges. First the input file is loaded. Next the surfaces are found by getting all 2D sets. Each surface is skinned separately. The skinning function collects the edges of each triangle in the surface. It returns the edges adjacent to only one triangle.

For speed, this skinner uses qsort to order vertex handles. Sorting ensures that duplicate edges are sequentially located in the edge array. A warning is issued if an edge is found to be adjacent to more than two triangles in the surface, indicating a non-manifold surface.